AUTO DUEL®

BY LORD BRITISH AND CHUCKLES

Apple II
64K and Joystick Required

A futuristic, fast-paced strategy role-playing game by Lord British and Chuckles.
Based on the CAR WARS® board game by Steve Jackson.

ORIGIN SYSTEMS INC.

A REAL TIME STRATEGY ROLE-PLAYING GAME
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ULTIMA
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AUTODUEL

Enter the world of tomorrow, a world of futuristic freeways where the right of way goes to the biggest gun. Somewhere within the 16 cities and outlaw-infested highways of AutoDuel©, are the clues you will need to complete the ultimate mission.

Do you have the tactical skills and hair-trigger reactions required of an AutoDuellist? Prove yourself. Step into the arena on Amateur night. Only your driving proficiency and marksmanship can earn you the right to custom-build your combat vehicles.

The AADA (American AutoDuel Association) will offer you courier missions for prestige, for money. The FBI and the Underworld will vie for favors, but watch out! You'll quickly realize you need a clone to survive. The final gauntlet will test your AutoDuellist skills.

The challenge of AutoDuel® awaits you.

Are you ready?

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BY LORD BRITISH AND CHUCKLES.

340 Harvey Road, Manchester, NH 03103

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REFERENCE CARD
AUTODUEL® MAP
GAME DISK
AUTODUELLIST TOOL KIT
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AUTODUEL

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AUTODUEL

GAME DISK
AUTODUELLIST TOOL KIT

INCLUDES:
REFERENCE CARD
AUTODUEL® MAP

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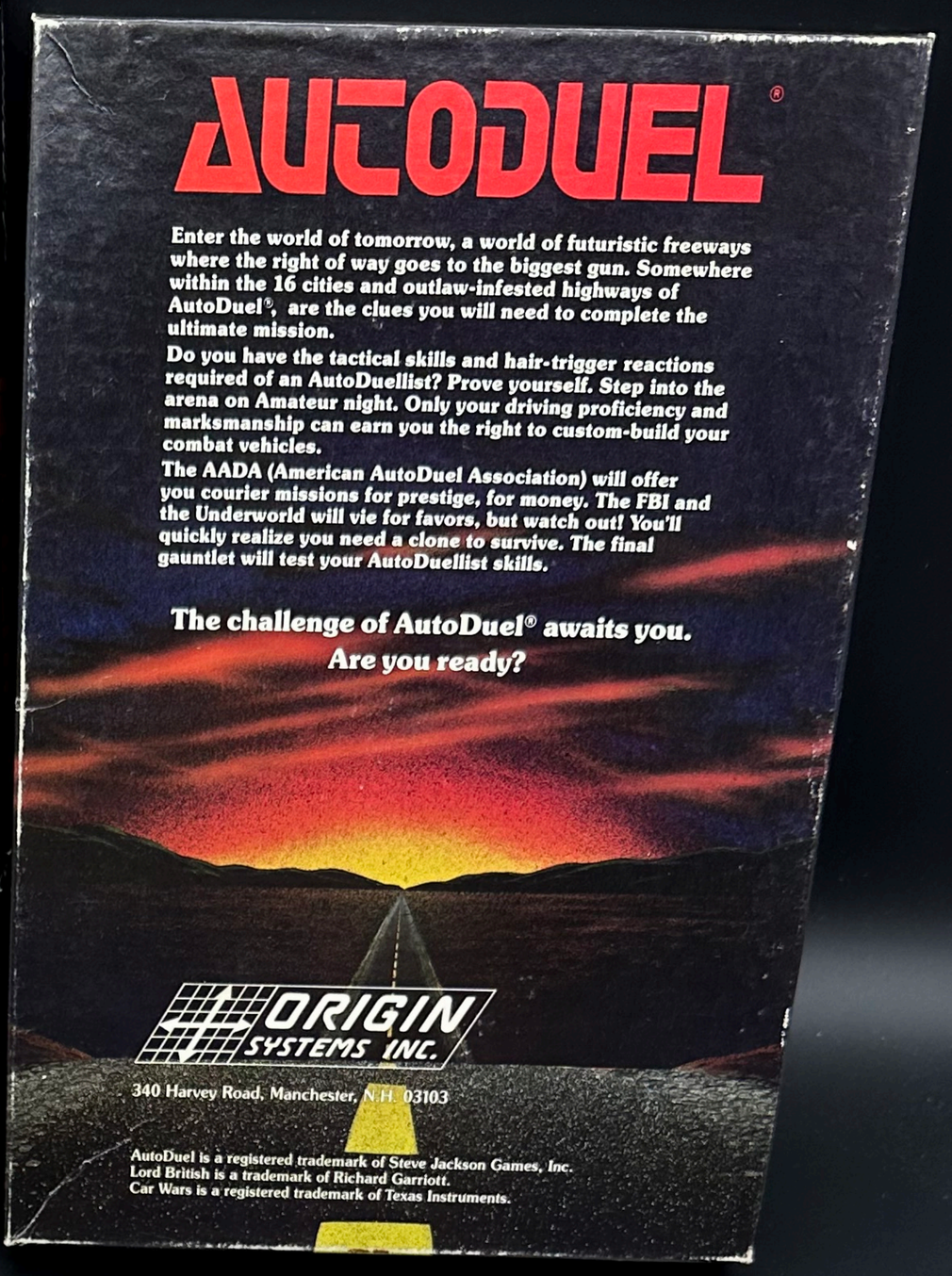
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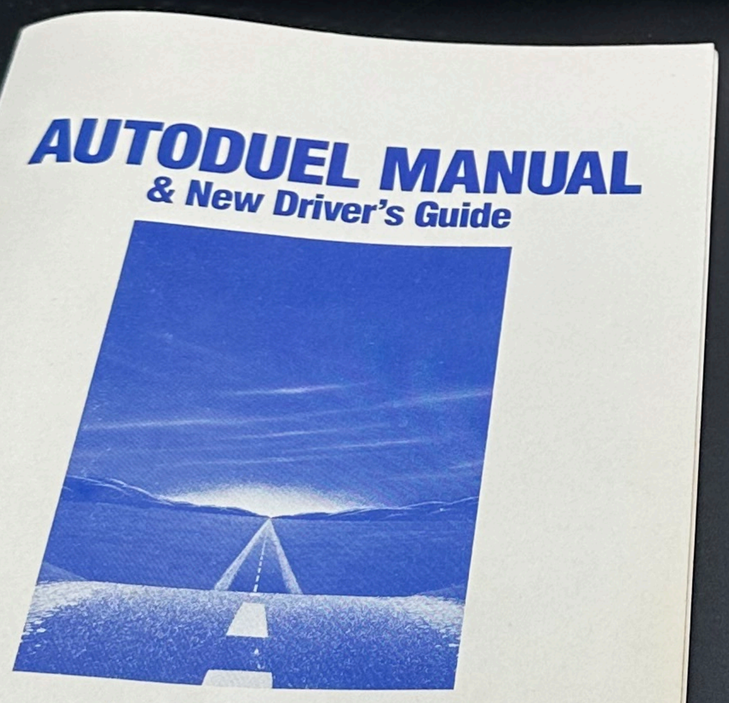
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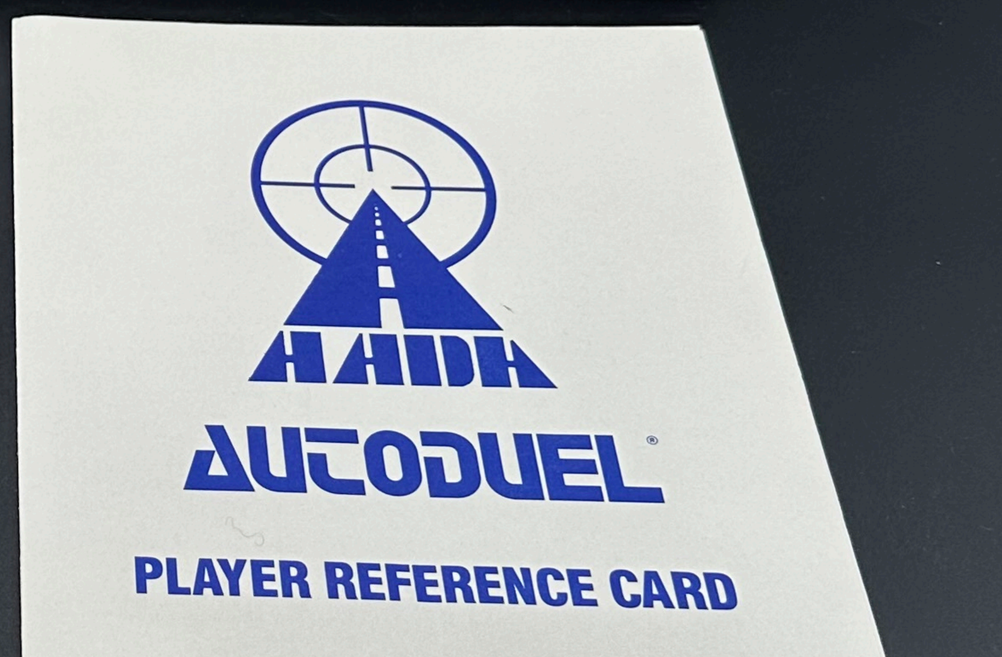
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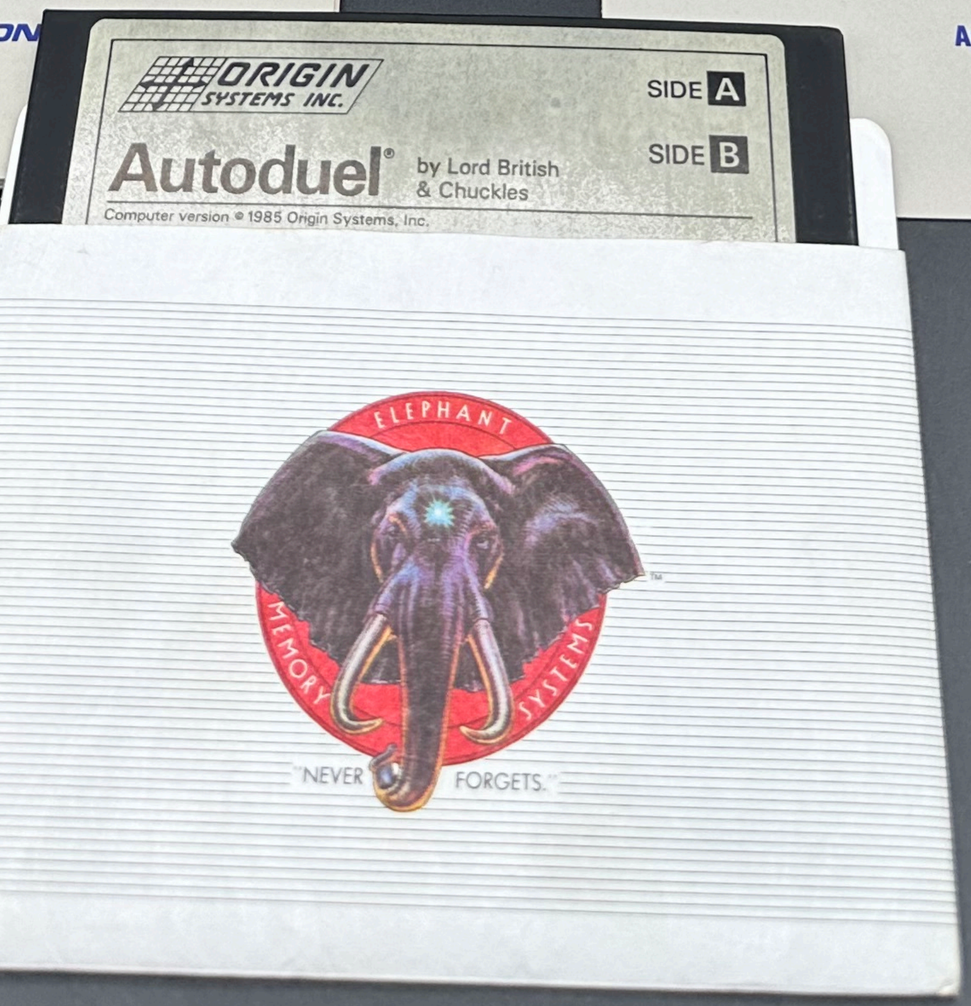
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SIDE A

SIDE B

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AUTODUEL MANUAL
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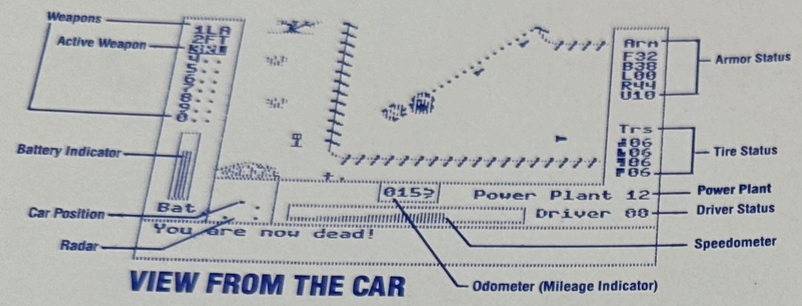
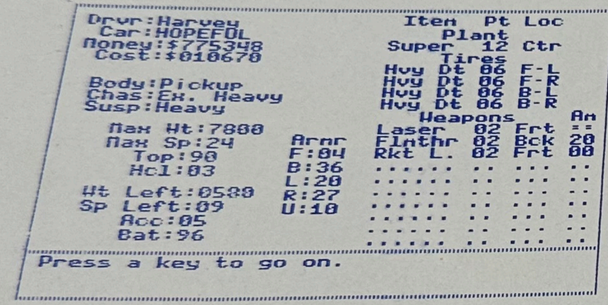


VIEW FROM THE CAR



CAR STATUS SCREEN

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PLAYER REFERENCE CARD

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AUTODUEL MANUAL
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MOVEMENT

All movement in Autoduel is controlled with a joystick. In town or on the road, simply push the joystick lever in the direction you wish to travel. On the road or in the Arena, the further the joystick is moved from center, the faster your vehicle will go—up to its top speed. Centering the joystick will cause your vehicle to coast to a stop, while pulling the joystick in the opposite direction of travel will result in a braking action and eventual reverse movement.

COMMAND SUMMARY

CTRL-C—display Car status.
CTRL-D—display Driver status.
CTRL-L—display Location & date.
CTRL-R—display Roster of all cars.
CTRL-S—toggle Sound on/off.
CTRL-T—display courier Tasks & salvaged goods in cargo area.
SPACEBAR—Bypass delay time of message.
ESC—Pause the game.
Button 0—Fire Active Weapon.
Button 1—Select Active Weapon.
0-9—Select Active Weapon.
G—Get in/out of car.
Q—Quit & Save game. ***MUST BE USED TO END GAME PLAY.***

TO BEGIN PLAYING AUTODUEL:

1. First make a copy of side B of your *Autoduel* disk, using either COPY A from the DOS 3.3 System Master or FILER from the PRODOS User Disk.
2. Put Side A in your computer's disk drive and turn on the power.
3. Press any key to bypass the title page.
4. Type "3" at first menu to create a new driver. Refer to Player Manual for instructions on creating a new driver.

TWO DISK DRIVE OPTION:

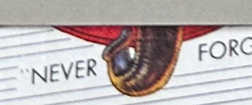
To use two disk drives, first make a copy of side B of your *Autoduel* disk, using either COPY A from the DOS 3.3 System Master or FILER from the PRODOS User Disk. Insert the copy into the second drive and choose the two drive option from the opening menu.

TO STOP PLAYING AUTODUEL:

1. Press :"Q" to Quit & Save the game. If you are in the Arena or on the road, the game will be saved at the last town you were in.
2. Press RESET or turn the power off and on to boot another disk.

NOTE: FAILURE TO USE THE QUIT COMMAND WILL RESULT IN THE LOSS OF THE CURRENT DRIVER.

Special Note: As your driver grows in Prestige, special courier tasks will be offered to you through a series of clues. It is advantageous to pursue these missions whenever possible. Check for rumors at the Truck Stops and Bars for information on these special tasks.



AUTODUEL MANUAL
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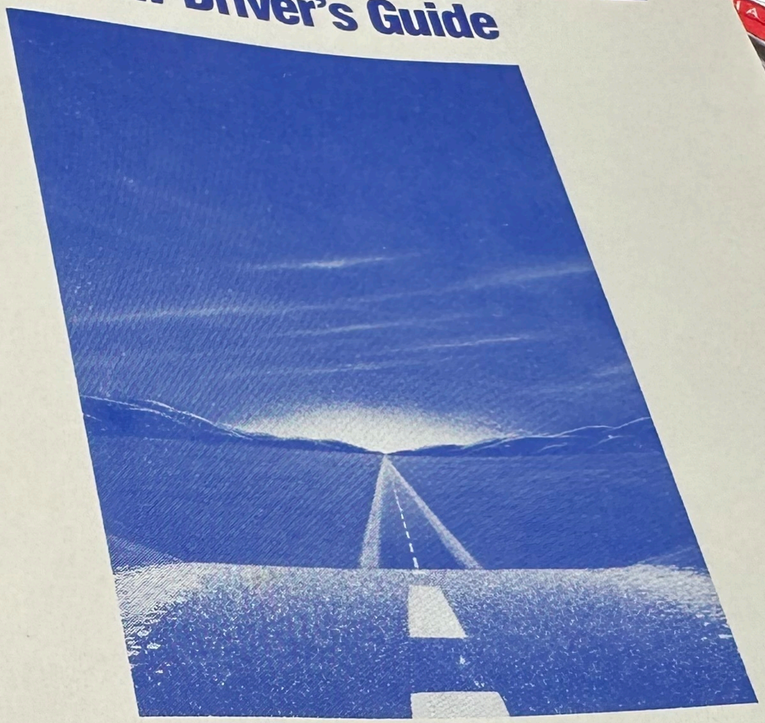

by Lord British & Chuckles
Based on the "Car Wars" Board Game by Steve Jackson

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SIDE A

SIDE B

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Game Instructions

ABOUT THE GAME

Autoduel takes you to the freeways of the future — where the right of way goes to the biggest guns. You will design your own vehicle — with weapons, armor, power plants, tires, and suspension — and take it out on the road. You may come home an "ace" or crash and burn. If you survive, your abilities will improve, and you can win cash to improve your car or buy a better one. As an autoduellist you have several ways to win fame and fortune. You can fight in the arena to the cheers of the audience, pitting your car against others. You can be a courier, carrying valuable cargos from city to city along dangerous roads. You can be a vigilante, fighting the road outlaws and cycle gangs. You'll probably want to do all three . . . it's up to you. As your fame and skill increase, you'll meet high-placed people on both sides of the law. If you make the right choices — and keep your wheels and guns in top shape — you can become one of the real heros of this future world. How? It's up to you to find out. Good luck . . .

BOOTING THE DISK

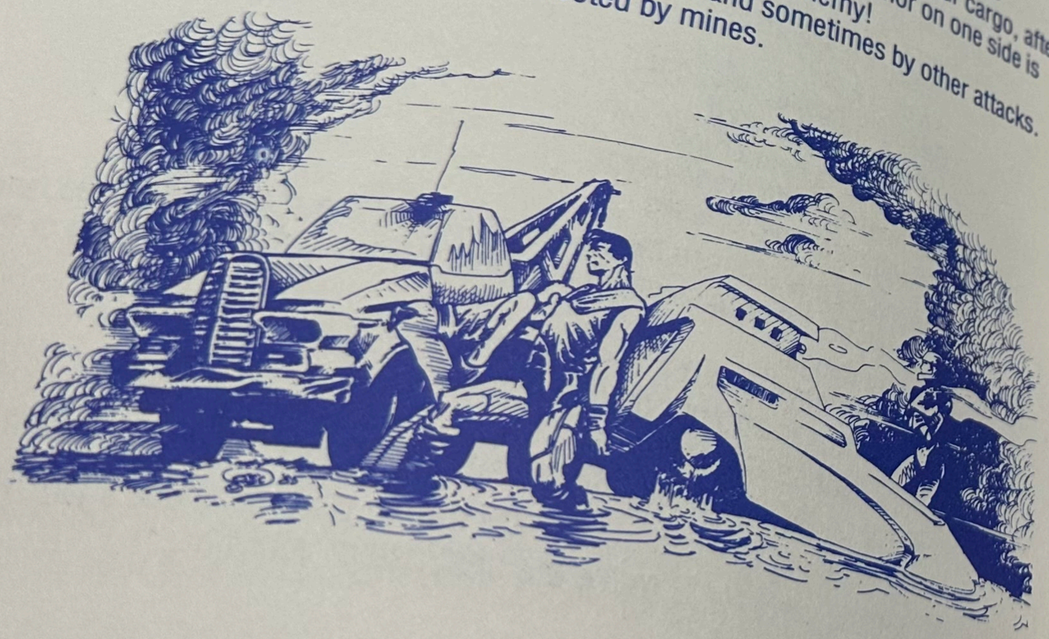
To play Autoduel, you will need a computer and a joystick. To start the game, boot Side A of your Autoduel disk, making sure that your joystick is plugged in first. The introductory graphics will appear, and continue until a key is pressed. When you press a key, the screen will clear and the opening menu will appear. Choose whether you will be playing with one or two disk drives and proceed from there. Consult the Player Reference Card if you are uncertain of the booting procedure or how to use the two-drive option.

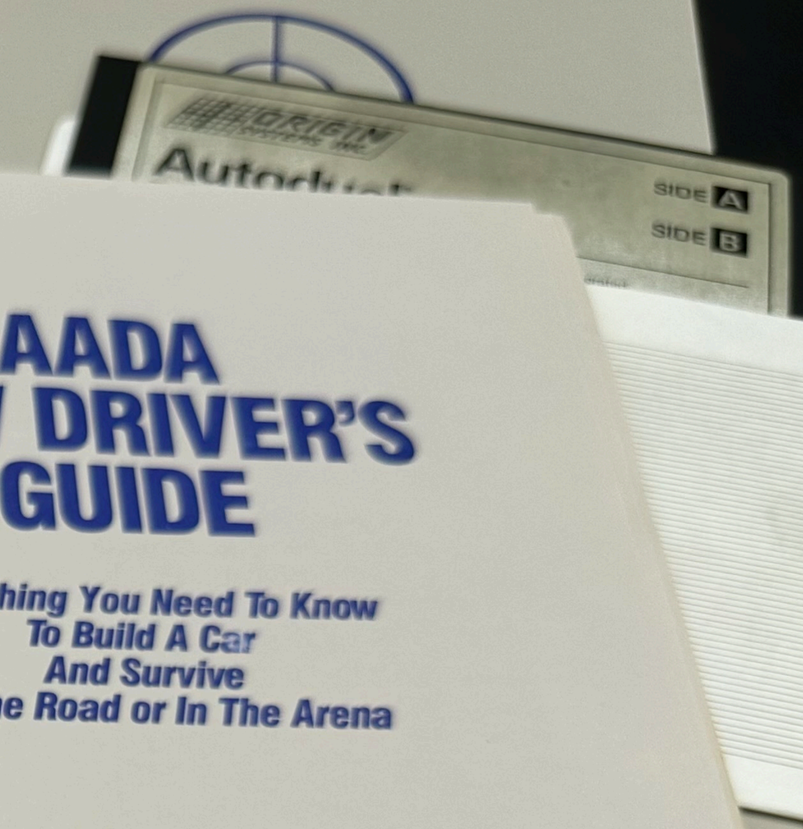
YOUR DRIVER CHARACTER

In Autoduel, your character is called a driver (since most of the tim
be spent behind the wheel). Only one driver can be in play at a ti
more than one person wants to play the game, each one will n
rate disk to save their own driver. The starting menu gives yo
options for your driver. If you have already played the game
Continue with Current Driver, and use the driver already
disk;

COMBAT

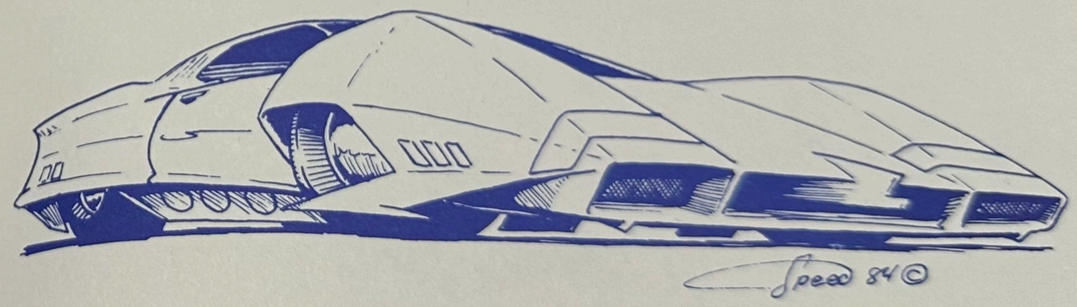
Combat will be covered in more detail later on. However, the basic idea of combat is simple. Your car's weapons do a certain amount of damage whenever they hit an enemy car. The bigger the weapon, and the better your Marksmanship, the more damage each hit will do. Each weapon has a certain probability of hitting the target, which is further modified by your Marksmanship. When you do enough damage to an enemy vehicle, it will crash or catch fire, and you have defeated it. Unfortunately, your foes will be shooting back at you all the while. Your combat screen will tell you exactly where you have been hit, and how much damage has been taken. Every component of your car has a certain number of "Damage Points" (DP). This is a measure of the damage that component can take and still function. For example, each point of armor has one DP. A flamethrower has 2 DP. Your driver's body has 3 DP, but if you wear body armor, you have 6 DP. When an enemy hits you, the first shots will wear away the armor on the side that has been hit. When the armor is gone, the next thing to be destroyed will be the weapon(s) on that side. Then (for attacks from the front) the power plant goes. Then you are hit. Attacks from the side may hit you, or the power plant, or your cargo, after they destroy the armor and weapons. Therefore, if armor on one side is badly damaged, turn that side away from the enemy!
Tires will be hurt by mines and spikes, and sometimes by other attacks. Underbody armor is only affected by mines.

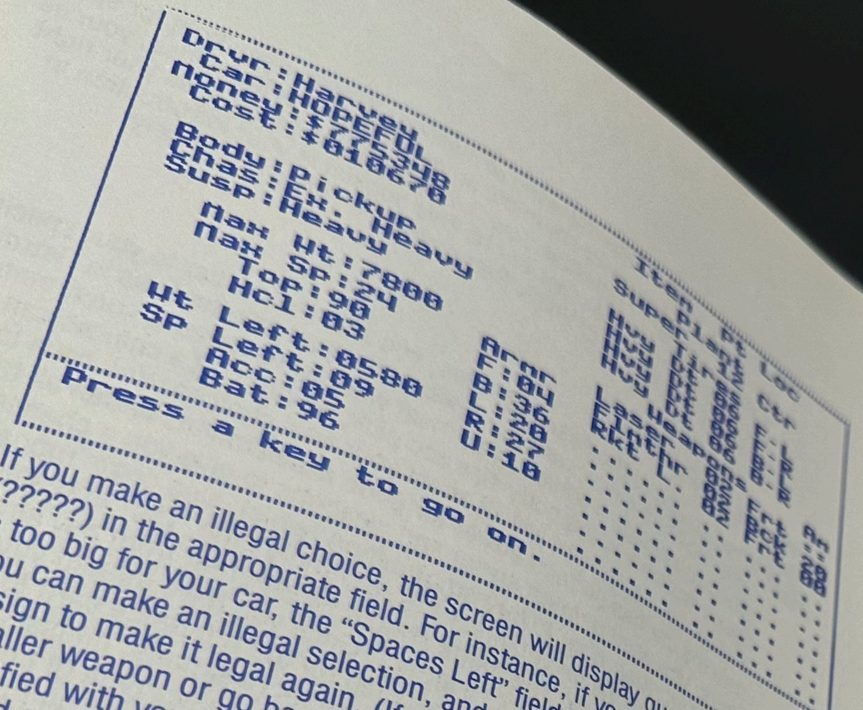




AADA NEW DRIVER'S GUIDE

Everything You Need To Know To Build A Car And Survive On The Road or In The Arena





If you make an illegal choice, the screen will display question marks (?????) in the appropriate field. For instance, if you select a weapon that is too big for your car, the "Spaces Left" field will show question marks. You can make an illegal selection, and then change other parts of the design to make it legal again. (If a weapon is too big, you could get a smaller weapon or go back and increase the body size.) When you are satisfied with your design, press "**D**" (for DONE). Your car will be completed quickly, and you can drive away. (If the design was illegal, the assembly foreman will tell you so and give you a chance to rework it.)

Vehicle Design Tables

You will not need to refer to these tables during play — the computer at the Assembly Plant is programmed with all cost, weight, and space information. This information is provided to help you better understand the car you will be driving.

1. Body Types: Seven types of cars are available, ranging from the tiny subcompacts to the rolling armories that are vans.

Type	Price	Weight	Max. load	Spaces
Subcompact	$300	1000	2300	7
Compact	$400	1300	3700	10
Mid-sized	$600	1600	4800	13
Luxury	$800	1800	5500	19
Station wagon	$800	2100	5500	21
Pickup	$900	2100	6500	24
Van	$1000	2000	6000	30

Price is the dollar cost of the body without armor, but including headlights, trim, seats, doors, instruments, basic targeting system, heads-up windshield visual display, etc.
Weight is the weight of the body and frame, which counts toward the total weight of the vehicle.
Maximum load is the total weight (including the body and frame) this size vehicle can carry. Maximum load can be altered — see "chassis," below.
Spaces is the number of spaces available in the vehicle for equipment, weapons, people, and cargo.

2. Chassis. The chassis can be strengthened to allow a vehicle to carry more weight, or lightened to save money.

Strength	Weight Modifier	Price
Light	−10%	−20%
Standard	none	none
Heavy	+10%	+50%
Extra-Heavy	+20%	+100%

Weight modifier is the percentage change in maximum load.
Price is the percentage change in the original body price. For example, putting a Heavy chassis on a mid-sized car would increase the maximum load 10%: 4,800 + 480 = 5,280 lbs. capacity. It would add 50% of the original body price — another $300. Chassis strength does not affect a vehicle's weight or interior space.

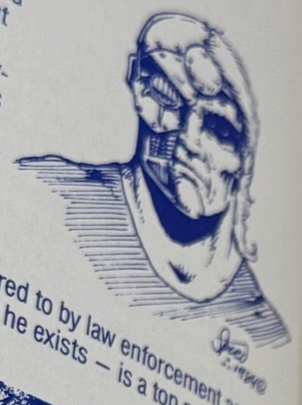
(3). Supsension: Suspension determines a vehicle's handling class. The higher its handling class, the better it will steer and the easier it is to keep control.

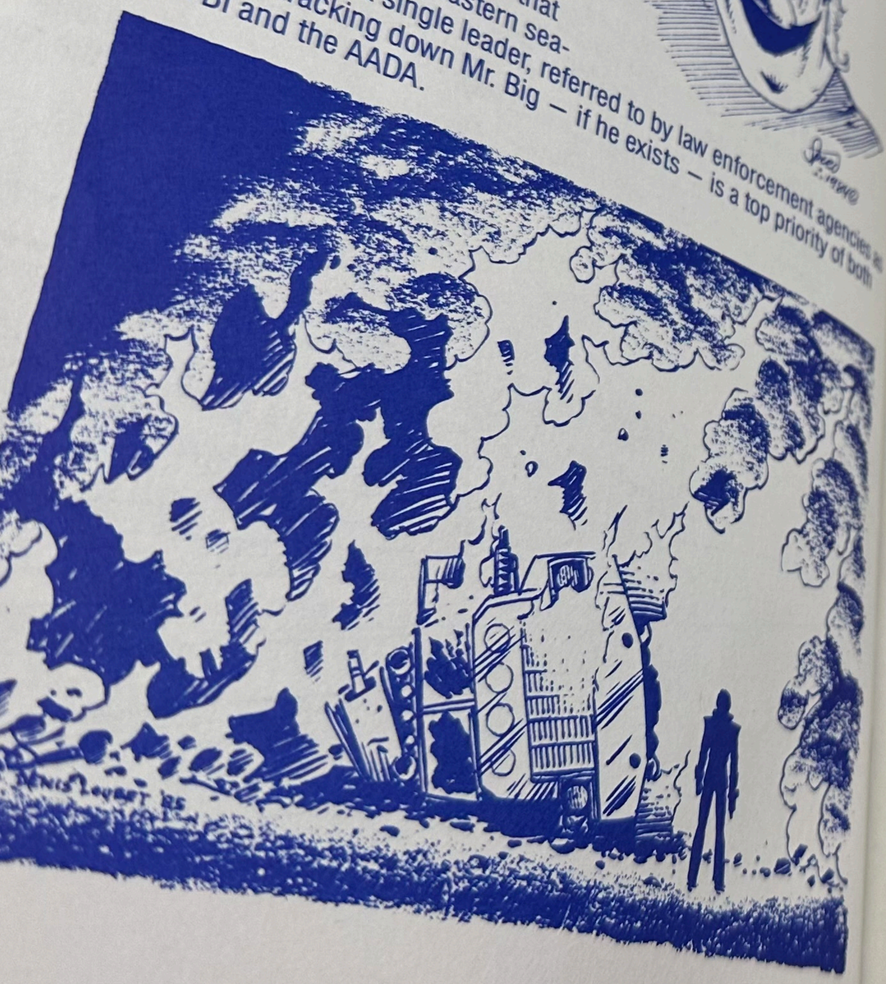
Suspension	Price	Automobile HC	Cargo vehicle HC
Light	no extra	1	0
Improved	100% of body cost	2	1
Heavy	150% of body cost	3	2

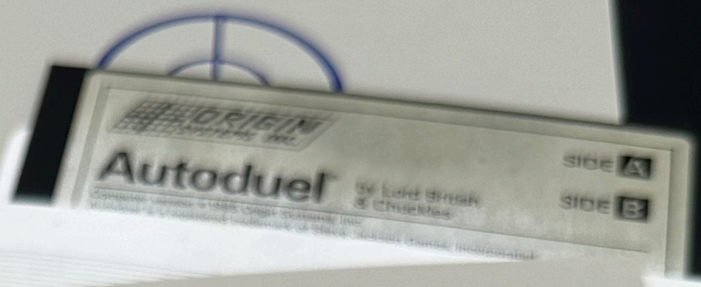
Light suspension is standard. Better suspensions add cost in relation to the original body cost of the vehicle — a Heavy suspension for a Luxury car would cost $1200 (150% of $800). Suspension adds no weight and space.
Automobile HC is the handling class for an automobile — subcompact through luxury size. **Cargo vehicle HC** is the handling class for a station wagon, pickup, or van. As the chart shows, cargo vehicles always have a lower handling class than cars. This is due to their higher center of gravity.

ABOUT OUTLAWS

Outlaws often congregate in groups. If your radar shows several blips close together, be careful! A pack attack can be deadly. Few outlaws will pursue you if you can get beyond visual range. But never let your guard down! Few roads are ever completely outlaw-free. Fortunately, once a road has been cleared, new bandits will appear gradually, rather than all at once. A well-travelled road is usually fairly safe. It is believed that most outlaws on the Eastern seaboard report to a single leader, referred to by law enforcement agencies as "Mr. Big." Tracking down Mr. Big — if he exists — is a top priority of both the FBI and the AADA.







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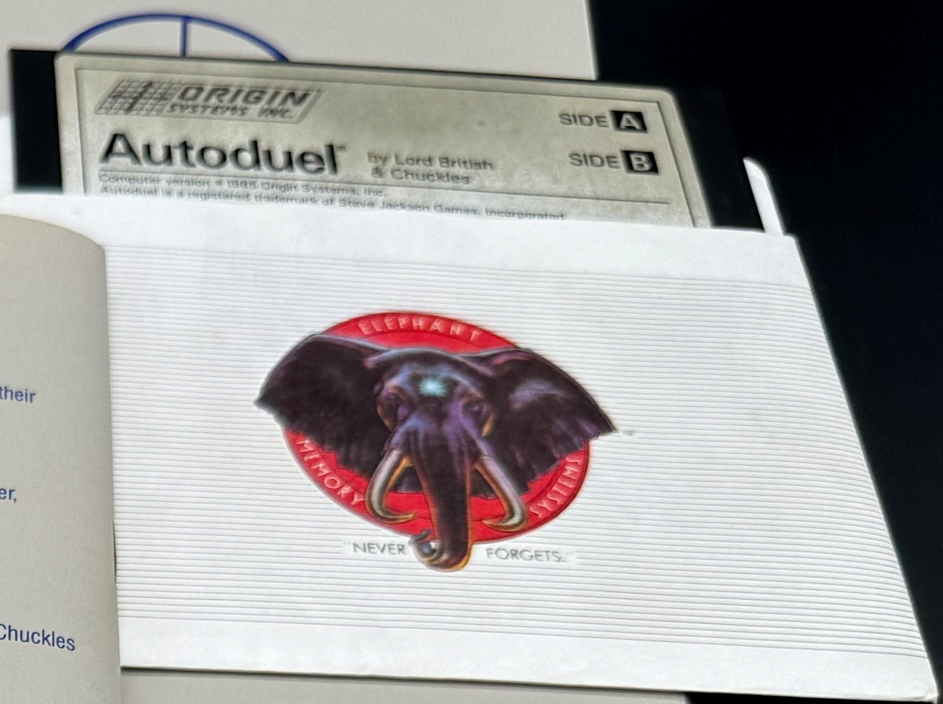
Lord British & Chuckles



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SIDE B

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